

In the Claims:

This listing of claims will replace all prior version and listings of claims in the application:

1-90. (Canceled)

91. (Currently amended) An electronic device for communication with a user comprising:

circuitry that includes a processor; and

a set of software instructions that, when executed by the processor, causes the circuitry to:

display a graphical user interface that includes a hierarchical library tree that graphically depicts a music renderer node and a music item node, wherein the music renderer node identifies a music renderer coupled to the device and includes information about the music renderer, and the music item node includes an icon identifying a music track stored on a storage medium of the device; and

in response to moving the icon from the music item node to the music renderer node, the ~~circuitry~~, circuitry

determines whether ~~of not~~ the format of the corresponding music track is compatible with the corresponding music renderer such that the music renderer can render music from the music ~~track~~, track.

in response to a determination that the format is not compatible with the music renderer, reformats the music track

to a format that is compatible with the music ~~renderer~~, renderer,
and

moves the music track to the music renderer.

92. (Previously Presented) The electronic device of claim 91 further comprising an input device comprising at least one of a keyboard, a rollerball, a pen, a stylus, a touchscreen, a microphone, and a mouse.

93. (Previously Presented) The electronic device of claim 91 wherein the hierarchical library tree graphically depicts more than one music renderer node, wherein each music renderer node identifies a respective one of a plurality of music renderers coupled to the device.

94. (Previously Presented) The electronic device of claim 91 wherein the music renderer includes at least one of a stationary device, a stereo system, a portable device, a Diamond RIO, a RCA Lyra, a portable radio, and a personal display adaptor.

95. (Previously Presented) The electronic device of claim 92 wherein, in response to moving the icon from the music item node to the music renderer node, the circuitry copies the music track before moving the music track.

96. (Currently amended) A method for managing a music system, the method comprising:

displaying via an electronic device, a graphical user interface that includes a hierarchical library tree that graphically depicts a music renderer node and a music item node, wherein the music renderer node identifies a music renderer coupled to the device and includes information about the music renderer, and the music item node includes an icon identifying a music track stored in the device; and

in response to moving the icon from the music item node to the music renderer node, determining whether ~~or not~~ the format of the music track is compatible with the music renderer such that the music renderer can render music from the music track,

in response to a determination that the format is not compatible with the music renderer, reformatting the music track to a format that is compatible with the music renderer, and

moving the music track to the music renderer.

97. (Previously Presented) The method of claim 96 wherein the electronic device comprises an input device that includes at least one of a keyboard, a rollerball, a pen, a stylus, a touchscreen, a microphone, and a mouse.

98. (Previously Presented) the method of claim 96 wherein the music renderer includes at least one of a stationary device, a stereo system, a portable device, a Diamond RIO, a RCA Lyra, a portable radio, and a personal display adapter.

99. (Previously Presented) The method of claim 96 wherein moving the music track to the music renderer includes copying the music track before moving the music track.

100. (Previously Presented) The method of claim 96 further comprising displaying via the electronic device, the graphical user interface including a hierarchical library tree that graphically depicts the icon of the moved music track in the music renderer node.

101. (Currently amended) A computer-readable storage medium storing a program that, when executed by a computer, causes the computer to:

display a graphical user interface that includes a hierarchical library tree that graphically depicts a music renderer node and a music item node, wherein the music renderer node identifies a music renderer coupled to the device and includes information about the music renderer, and the music item node includes an icon identifying a music track stored on a storage medium of the device; and

in response to moving the icon from the music item node to the music renderer node, the program causes the computer to:

determine whether ~~or not~~ the format of the corresponding music track is compatible with the corresponding music renderer such that the music renderer can render music from the music track;

in response to a determination that the format is not compatible with the music renderer, reformat the music track to a format that is compatible with the music renderer; and

move the music track to the music renderer.

102. (Previously Presented) The device of claim 91 wherein the music item node includes more than one icon, each identifying a respective one of a plurality of music tracks stored on a storage medium of the device.

103. (Previously Presented) The device of claim 91 wherein the hierarchical library tree graphically depicts more than one music item node, wherein each music item node includes an icon identifying a respective one of a plurality of music tracks stored on a storage medium of the device.

104. (Previously Presented) The device of claim 91 wherein the circuitry stores the moved music item in the music renderer.

105. (Previously Presented) The method of claim 96 wherein displaying the graphical user interface includes displaying more than one music renderer node, wherein each music renderer node identifies a respective one of a plurality of music renderers coupled to the device.

106. (Previously Presented) The method of claim 96 wherein displaying the graphical user interface includes displaying more than one icon in the music item node, each icon identifying a respective one of a plurality of music tracks stored in the device.

107. (Previously Presented) The method of claim 96 wherein displaying the graphical user interface includes displaying more than one music item node, wherein each music item node includes an icon identifying a respective one of a plurality of music tracks stored in the device.

108. (Previously Presented) The method of claim 96 further comprising storing the moved music track in the music renderer.

109. (Previously Presented) The medium of claim 101 wherein, in response to moving the icon from the music item node to the music renderer node, the program further causes the computer to copy the music track.

110. (Previously Presented) The medium of claim 101 wherein, in response to moving the icon from the music item node to the music renderer node, the program further causes the computer to store the music track in the music renderer.